

Konami Digital Entertainment, Inc.,
2381 Rosecrans Avenue, Suite 200
El Segundo, CA 90245

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For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

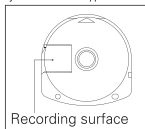
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.

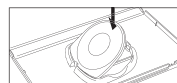
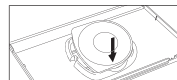


Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.



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Register now to become a “Konami Insider” at www.konami.com to be automatically entered in a monthly drawing to win FREE games and receive exclusive game play tips and product news!

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Greetings

Thank you for purchasing “Yu-Gi-Oh! GX TAG FORCE 2” Please read this manual before playing for a more enjoyable gaming experience. We hope you play the game how it was meant to be played. Finally, we will not provide a replacement for this instruction manual, so we ask that you keep good care of it.

Notice

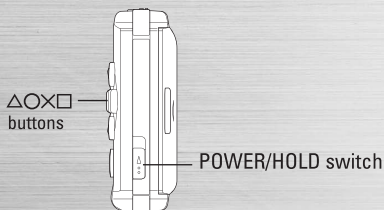
Here at Konami Digital Entertainment, we are constantly making improvements in quality to provide our customers with safer and more enjoyable products. Due to this fact, a single product may differ slightly in certain areas depending on when it was purchased. Thank you for your understanding.

WARNING

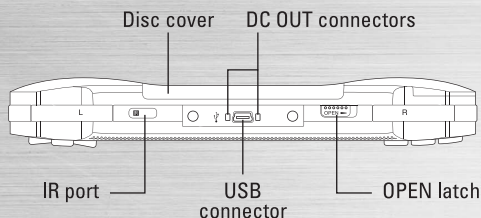
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Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT **Yu-Gi-Oh! GX TAG FORCE 2 UMD™** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **×** button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

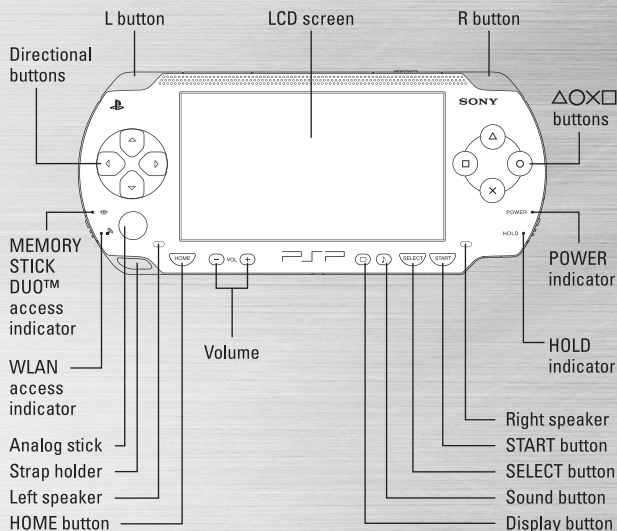
NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

PSP® (PlayStation®Portable) system configuration

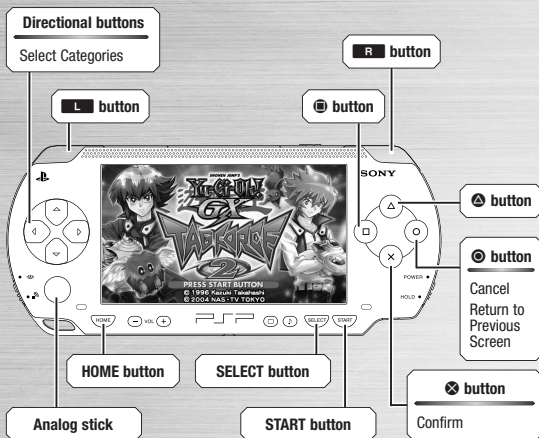


GAME CONTROLS

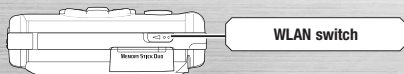
These are the basic controls for the Menu Screen, Deck Edit Screen, etc.
Refer to their respective pages for more details.

PSP® (PLAYSTATION®PORTABLE SYSTEM)

This is an explanation of PSP® system part names, and Menu Screen controls.



◆ Left side of PSP® system



* Press the **L** button, **R** button, START button, and SELECT button at the same time to reset the game and return to the Title Screen.

* Press the HOME button to exit the game at any time.

◆ Field Screen Controls

Directional buttons	Move / Select Category
Analog stick	Move
× button	Display Command Menu / Confirm
○ button	Cancel / Run (+ directional buttons or analog stick)
△ button	Talk
□ button	Display PDA Menu / Cancel

“Field Screen” Shortcut Controls

R button	(+ × button) Talk (+ ○ button) Move to Map Screen (+ △ button) Duel (+ □ button) End the Day
L button	(+ × button) Deck Edit (+ ○ button) Options (+ △ button) Save (+ □ button) Status

◆ Map Screen Controls

Directional buttons	Select Point
Analog stick	Select Point
× button	Confirm
○ button	Move Cursor to Your Current Position

◆ Deck Edit Screen Controls

Directional buttons	Move Cursor / Select Category
Analog stick	Scroll Card Explanation Text
× button	Move Card / Confirm
○ button	Cancel / Exit Deck Edit
△ button	Display Deck Edit Menu
□ button	Change Tab
START button	Display Help Text
SELECT button	Change Card Layout

“Deck Edit” Shortcut Controls

L button	(+ × button / ○ button) Scroll Through Lists by Page (+ ○ button / △ button) Scroll Through Lists by Category (+ SELECT button) Reset Narrow Search Results
R button	(+ × button) Move Trunk Card to Deck / Move Deck Card to Trunk (+ ○ button) Attach / Remove Label (+ △ button) Narrow Search (+ □ button) Sort (+ SELECT button) Undo Previous Card Move

GETTING STARTED

◆ Duel Screen Controls

Directional buttons	Move Cursor / Select Category
Analog stick	Scroll Card Explanation Text
⊗ button	Display Command Menu / Confirm / (hold down) Confirm Activation
⊙ button	Cancel / Display Phase Menu / Skip Effects / (hold down) Skip Activation Confirmation
△ button	Display Duel Menu / Sort Card List
START button	Display Help Text
SELECT button	Number of Cards in Deck Display ON/OFF
Ⓡ button	Move Cursor between Drawn Card, Duel Field, and Hand / Move Cursor to Highlighted Card / Increase Duel Speed / (+ Ⓛ button) Change Expression

“Duel Screen” Shortcut Controls

L button	(+ up button) Move Cursor to Opponent's Duel Field
	(+ down button) Move Cursor to Your Duel Field
	(+ left button) Move Cursor to Your Field Spell Card
	(+ right button) Move Cursor to Opponent's Field Spell Card
	(+  button) Display List of Your Removed Cards
	(+  button) Display List of Cards in Your Graveyard
	(+  button) Display List of Cards in Opponent's Graveyard
	(+  button) Display List of Opponent's Removed Cards

About Shortcut Controls

When at the Field Screen, Deck Edit Screen, Duel Screen, etc., hold down the Ⓛ button or Ⓡ button and press the corresponding button to easily perform certain actions, such as talking, resetting a narrow search, etc.



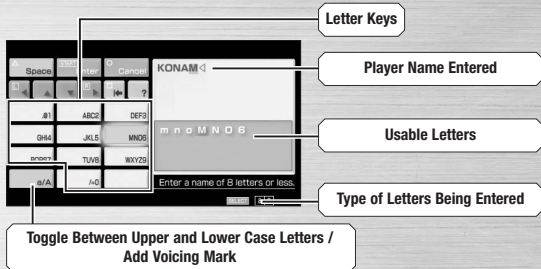
The Title Screen is displayed once the game has loaded. Press the START button to move to the Title Screen.

TITLE SCREEN

Use the up and down buttons to select a category, and press the ⊗ button to confirm.

New Game

Create a new file and start the game. First, choose a player name using up to 8 characters. Highlight the letters you want to use with the directional buttons, use the ⊗ button to switch character sets, and press the START button to confirm. Once you've selected a name, press the START button again to create a game file and go to the Main Menu (→ P.8).



◆ Text Input Screen Controls

Directional buttons	Select a Letter
⊗ button	Confirm Selection
⊙ button	Cancel Text Input ("Cancel")
△ button	Input a Space ("Space")
Ⓛ button	Delete a Letter (Ⓛ)
Ⓛ button/ Ⓡ button	Move Cursor Position (Ⓛ Ⓡ)
START button	Confirm / Confirm Letter ("Confirm")
SELECT button	Switch Input Mode

* Select the "?" key to view help text for these controls.

Continue

Choose to play using previously saved data and move to the Main Menu.

MAIN MENU

After selecting to start a new game or continue from a previous one, you are taken to the Main Menu. Select from one of 8 different menu items.

MAIN MENU SELECTION

Use the up and down buttons to select an item, and press the  button to confirm.

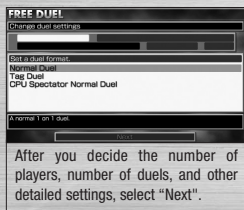


Story Mode

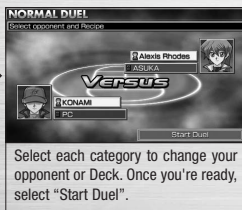
Play through the story as a student at the Duel Academy.

Free Duel

Duel freely. You can choose the number of players (Single Duel = 1 on 1, Tag Duel = 2 on 2), the number of duels (Single Mode = 1 duel, Match Mode = 3 duels), and who you will duel against.



After you decide the number of players, number of duels, and other detailed settings, select "Next".



Select each category to change your opponent or Deck. Once you're ready, select "Start Duel".

Deck Menu

Change the cards in your Deck with "Deck Edit", and use the "Recipe Viewer" to check the Recipes you have created so far.

Free Mini Games

Play one of 6 different mini game. You'll receive DP depending on your score.

Database

View character and card information.

Database Categories

Duelist Title	Information on individual characters. Press the  button or  button to change the type of list.
Card Album	Check the cards you have collected so far. Press the  button or  button to turn through pages. Select a card and press the  button to look at it. Press the  button again to enlarge, shrink, or rotate the card illustration.
Tutorial	Learn about editing your Deck and the rules of dueling.
Duel Rankings	See various types of duel records. If you decide on a record to "Challenge", you'll receive a bonus when you beat the record.
Forbidden/ Limited Card List	View the list of cards that are forbidden/limited during a duel. You can change the list by pressing the  button.
USB Connection	You can connect to the Playstation®2 game, "Yu-Gi-Oh! GX The Beginning of Destiny (tentative)", to receive special items (→P.10).
UMD™ Recognition	You can use other UMD™ game discs for the PSP® System to obtain cards and other items (→P.10).
Access Yu-Gi-Oh! Website	Connect to the network and go to the Yu-Gi-Oh! Website, where you can download data such as cards.
Download Data	Download card data from the official Yu-Gi-Oh! Website.



Partner Mark

Shows that you cleared Story Mode with the character as your partner.

Duel Record

 Wins  Loses  Draws



Page Control Bar

  Turn the page
  Turn several pages
  Move to first/last page

Get Special Items!

On the Main Menu, select "Database" → "UMD™ Recognition", then insert another UMD™ game disc for the PSP® System to receive special cards or other items!



USB Connection

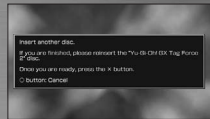
On the Main Menu, select "Database" → "USB Connection". Follow the on-screen instructions and connect the USB connector on your PSP® to your Playstation®2. Select "USB CONNECT" on the menu for the Playstation®2 game "Yu-Gi-Oh! GX The Beginning of Destiny". Press the $\times$ button to start the connection.



* In order to use "USB Connection" you will need a "USB cable", sold-separately.

UMD™ Recognition

Remove the UMD™ disc for this game once the screen on the right appears. Insert another UMD™ game disc into the PSP® system, and then shut the disc cover. After the UMD™ disc is read successfully, you'll receive a card. Once UMD™ disc recognition is complete, follow the on-screen instructions again and insert the UMD™ disc for this game into the PSP® system.



* This function is only compatible with UMD™ game discs.

Network Mode

Connect with your friends to duel or trade.

Group List Screen

Selecting "Network Mode" from the Main Menu will take you to the Group List Screen. This screen provides a list of players who are looking for an opponent. Select a group you would like to join and proceed to the Entry List Screen.



Viewing Group Information



1 Group Type

2 Group Status

3 Rule Details

4 Group Host

5 Forbidden/
Limited Card List Used

Make New Group

Select "Make New Group" on the Group List Screen to create your own group. First select a group type. If it is for dueling, select winning conditions and other detailed rules. Select "Finish Group Settings" to create the group and proceed to the Entry List Screen.



Group Type

Normal Duel	Duel 1 on 1.
Tag Duel	Duel 2 on 2. If there aren't 4 players present, the CPU will control the other characters.
Trade	Trade between 2 players.

Entry List Screen

Players who want to join a duel are listed here. If you are the host, align the cursor with one of the player names and press the $\times$ button to allow them to join the group. Select "End member selection" to begin the chosen mode.



Normal Duel/Tag Duel

First, players decide which teams they will be on. After that, each player selects their character and the Deck they will use. Once the host selects "Setup Complete" the duel begins.



Card Trade

First, both players choose "Change card", and select 1 to 5 cards from their Trunk to offer up for trade. Both players then select one card they want from the other player's selection. Once each player selects the card they want the trade begins. Select "Cancel Trade" to stop trading.



Normal Duel/Tag Duel

You can change various game settings here. Once you are finished, press the **X** button to return to the Main Menu.



◆ Setup Categories

Tutorial	Set the tutorial shown in Story Mode to ON or OFF.
Message Speed	Select from four different speeds to determine how fast the message text is displayed in Story Mode.
Sound Settings	Adjust the volume of voices, background music, and sound effects.
Duel Settings	Change various duel settings such as card animation speed, turning effects ON/OFF, turning Destiny Draw ON/OFF, setting card placement, auto chain dialogue, etc.

Save Data

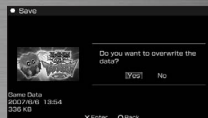
Save duel results, network results, etc. Make sure you have a Memory Stick Duo™ or Memory Stick PRO Duo™ inserted with at least 500KB of free space.

Saving Data

A Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 500KB of free space is required in order to save your data.

In order to save your duel win/loss record, Deck contents, etc., select "Save Data" from the Main Menu. Also, it is possible to save your progress by selecting "Save Data" in the PDA Menu during Story Mode.

* An additional 32KB or more of free space is required to save data downloaded from the Yu-Gi-Oh! Website.



WARRANTY

Konami Digital Entertainment, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

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If you experience technical problems with your game, please call our Warranty and Technical Service number at 310.220.8330 or 310.220.8331 from 9:00 am EST to 9:00 pm EST, Monday-Friday, or send an email to support@konami.com. All products must be deemed defective by a Konami Customer Service representative and an RMA number assigned prior to returning the product, all products received not matching this criteria will be returned if a Konami Customer Service Representative can not reach you within three days upon receipt of the unauthorized return.

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Attention: Customer Service
2381 Rosecrans Ave, Suite 200
El Segundo, CA 90245
USA

CUSTOMER SERVICE

If you feel stuck in the game or just need a boost, don't worry! You can write to our game experts at support@konami.com or view our Support section at www.konami.com.

Net BSD

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Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under [Game] in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™.
- If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select [System Settings] under [Settings] from the home menu, and then select [System Information]. If the System Software field displays the version number of the update, the update was successful.

